

Medium Term Plan: Supporting Implementation of LTP/Progression Grid

Subject: Computing – Technology Around Us	Year: A – Phase 1 – Unit 1/5
NC/PoS: <ul style="list-style-type: none">– Recognise common uses of information technology beyond school.– Use technology purposefully to create, organize, store, manipulate, and retrieve digital content.– Use technology safely and respectfully, keeping personal information private; identify where to go for help and support.	
Prior Learning (what pupils already know and can do) <ul style="list-style-type: none">– Basic familiarity with digital devices through everyday experiences.	
End Points (what pupils MUST know and remember) <ul style="list-style-type: none">– Understand the definition of technology and its uses.– Recognise the main parts of a computer and their functions.– Demonstrate basic mouse and keyboard skills.– Use technology responsibly and identify trusted adults for help with online issues.	
Key Vocabulary Technology, computer, mouse, keyboard, cursor, log in, save, rules, responsible.	
Recommended Resources: <ul style="list-style-type: none">– Hardware: Computers, laptops, or tablets with keyboards and mice/trackpads.– Software: Paintz.app or a similar drawing tool.– Other Resources: Printed images of technology and non-technology items, pre-labelled keyboard diagrams. <i>Unplugged activities provide possible opportunities for the children to record.</i>	
Curriculum Connections: <ul style="list-style-type: none">– PSHE: Exploring responsible behaviour and safety rules.– Art: Using digital tools to create artwork	
Career Opportunities: <ul style="list-style-type: none">– IT Technician: Understanding and managing computer components.– Graphic Designer: Using digital tools for creativity.	
Session 1: What is Technology? Objective: To understand what technology is and how it helps us. Digital Activity: Explore examples of technology in the classroom; identify their functions using an interactive digital tool. Unplugged Activity: Create a collage of "technology vs. non-technology" items using printed images. Key Vocabulary: Technology, help, examples.	
Session 2: Using Technology Objective: To identify and interact with the main parts of a computer. Digital Activity: Practice switching on a computer, logging in, and performing a simple drag-and-drop task using the mouse. Unplugged Activity: Label diagrams of computer components and discuss their functions. Key Vocabulary: Computer, mouse, log in.	
Session 3: Developing Mouse Skills Objective: To use a mouse for different tasks. Digital Activity: Open Paintz.app and create a simple digital drawing by clicking, dragging, and selecting colours. Unplugged Activity: Practice hand-eye coordination using "mouse mats" with pre-printed patterns to trace with fingers or markers.	

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Key Vocabulary: Mouse, drag, click.

Session 4: Using a Keyboard

Objective: To type using a keyboard and save work.

Digital Activity: Type their name into a word processor or drawing tool and save their work using the save icon. (Year 2 can use capital letters for their name.)

Unplugged Activity: Use pre-labelled keyboard diagrams to match keys with their functions (e.g. space bar, letters).

Key Vocabulary: Keyboard, type, save.

Session 5: Building Keyboard Skills

Objective: To edit and navigate text using a keyboard.

Digital Activity: Open saved files, type a simple sentence, and edit it using arrow keys and the backspace/delete key.

Unplugged Activity: Role-play typing using a large floor keyboard (e.g. stepping on keys to "type" letters).

Key Vocabulary: Edit, arrow keys, cursor.

Session 6: Using Technology Responsibly

Objective: To create rules for safe and respectful use of technology.

Digital Activity: Use an online tool or app to create a digital poster of classroom technology rules.

Unplugged Activity: In groups, brainstorm and illustrate a set of rules for using technology safely, and role-play scenarios involving responsible use.

Key Vocabulary: Rules, responsible, safe.

Future learning this content supports:

- Building familiarity with technology use.
- Expanding computer skills to include coding and advanced digital content creation.